

# Lone Wolf Club Newsletters

## Newsletter #15

**Joe Dever** is the creator of the bestselling Lone Wolf adventure books and novels. He is the creator and editor of the original Lone Wolf Club Newsletters that were published between 1985–96.

**Gary Chalk** is the main illustrator of the early Lone Wolf Club Newsletters.

**Brian Williams** is the main illustrator of the later Lone Wolf Club Newsletters.

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### **Contributors** for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**David Davis** – allowing scanned copies to be made of his near-complete collection of Lone Wolf Club Newsletters.

**Paul Haskell** – providing better quality scans of artwork taken from the books.

**Dominic Roberts** – providing scans for missing / damaged pages.

**Simon Osborne** – creator and maintainer of this document.

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Scans of the original newsletters have been edited so that many faded illustrations have been coloured consistently black. In some instances, this has resulted in a higher quality output than found in the originals.




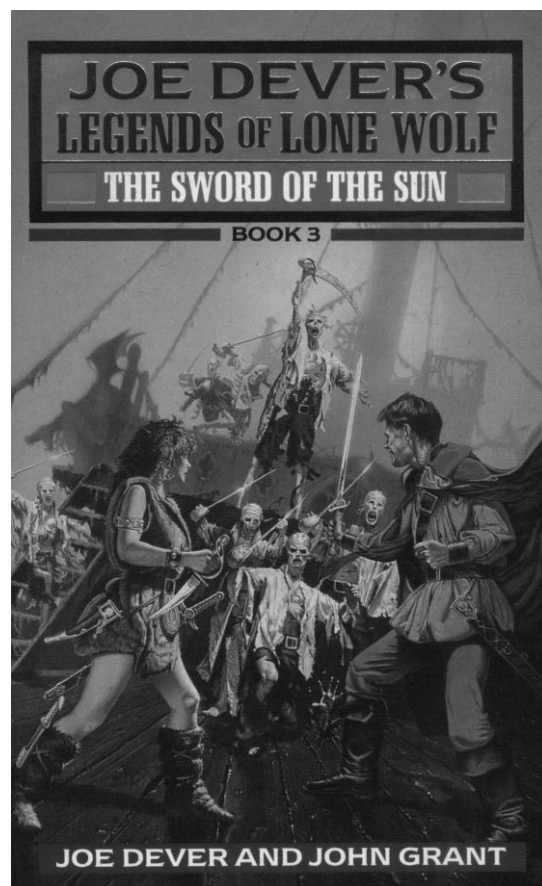
## Newsletter No. 15

**"THE SWORD OF THE SUN"**—the eagerly awaited sequel to the first two 'LEGENDS OF LONE WOLF' novels—is published in the UK on October 5<sup>th</sup> 1989.

This issue, we include a special pre-order form so that Lone Wolf Club members can be sure to receive their signed copies on (or slightly before) the publication date—see page 10 for more details.

### Also in this issue:

- \* LONE WOLF GAMEBOOK  
REVIEW RESULTS
- \* LONE WOLF PHONEQUEST 
- \* LONE WOLF RPG—an  
outline



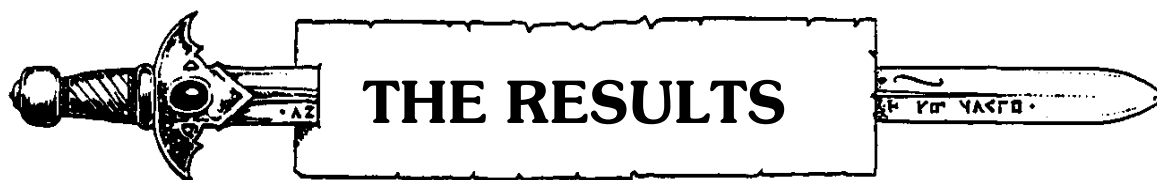
# LONE WOLF GAMEBOOK SERIES REVIEW

In Newsletter 13 we asked club members to review the Lone Wolf series (gamebooks 1–12). In total, 214 of you responded to the questionnaire and the following are the computer-averaged results for each book & category. The specific comments belong to those club members who are quoted, but they have been chosen because they reflect the majority opinion expressed for that particular book.

Additionally, three of the submitted review sheets were picked at random from all those received by 1<sup>st</sup> May 1989. These three were sent in by:

**JOSH ERICSON** of Helena, Montana, USA  
**BRIAN TROWBRIDGE** of Stafford, England  
**MARCO LUCCHINO** of Rome, Italy

Josh, Brian, and Marco each won signed pre-publication copies of 'Eclipse of the Kai' and 'The Dark Door Opens'.



## BOOK 1: FLIGHT FROM THE DARK

Atmosphere: 84.62%  
 Quest: 74.66%  
 Difficulty: 69.53%  
 Illustrations: 82.02%  
 Overall: 78.31%  
 Comments: *A good start to the series; very atmospheric.*  
 [STEVEN WEEKS, Liverpool]

## BOOK 2: FIRE ON THE WATER

Atmosphere: 89.45%  
 Quest: 90.66%  
 Difficulty: 88.10%  
 Illustrations: 83.25%  
 Overall: 87.62%  
 Comments: *Great eventful quest and ace sea battle.*  
 [PAUL FOX, Dublin]

## BOOK 3: THE CAVERNS OF KALTE

Atmosphere: 81.59%  
 Quest: 79.64%  
 Difficulty: 81.65%  
 Illustrations: 74.26%  
 Overall: 83.57%  
 Comments: *I really felt that ice! Great variety of routes & Special Items.*  
 [DAVID DAVIS, Belfast]

## BOOK 4: THE CHASM OF DOOM

Atmosphere: 83.22%  
 Quest: 84.30%  
 Difficulty: 81.62%  
 Illustrations: 75.63%  
 Overall: 85.06%  
 Comments: *Good battle with bandits and fight with Barraka.*  
 [GILES ASHMAN, Helensburgh]

## BOOK 5: SHADOW ON THE SAND

Atmosphere: 89.51%  
 Quest: 86.32%  
 Difficulty: 85.30%  
 Illustrations: 77.65%  
 Overall: 88.67%  
 Comments: *Suspenseful. Good action, especially the fight with Darklord Haakon.*  
 [PETE BISHKO, San Francisco]

## BOOK 6: THE KINGDOMS OF TERROR

Atmosphere: 83.37%  
 Quest: 80.95%  
 Difficulty: 86.65%  
 Illustrations: 78.62%  
 Overall: 85.66%  
 Comments: *Excellent descriptions of the Stornlands.*  
 [SARAH REDVERS-JONES, Warminster]

### BOOK 7: CASTLE DEATH

Atmosphere: 91.03%  
Quest: 87.32%  
Difficulty: 85.36%  
Illustrations: 74.44%  
Overall: 87.32%  
Comments: *A great traditional 'haunted house' adventure. Excellent descriptions & monsters.*  
[ANDREW LANGLEY, Peterborough]

### BOOK 8: THE JUNGLE OF HORRORS

Atmosphere: 83.09%  
Quest: 86.52%  
Difficulty: 89.34%  
Illustrations: 71.65%  
Overall: 87.01%  
Comments: *Good journey & swamp encounters. Neat twist at the end with Paido.*  
[CARL THORNTON, Los Angeles]

### BOOK 9: THE CAULDRON OF FEAR

Atmosphere: 89.52%  
Quest: 87.23%  
Difficulty: 85.36%  
Illustrations: 88.09%  
Overall: 89.33%  
Comments: *Good quest, title, and illustrations. Sharper & snappier style all round.*  
[DAVID TWEED, Nuneaton]

### BOOK 10: THE DUNGEONS OF TORGAR

Atmosphere: 91.02%  
Quest: 89.30%  
Difficulty: 87.69%  
Illustrations: 87.36%  
Overall: 90.50%  
Comments: *Excellent battle and twist at the end.*  
[MALCOLM FRASER, Newcastle]

### BOOK 11: THE PRISONERS OF TIME

Atmosphere: 91.91%  
Quest: 88.36%  
Difficulty: 87.22%  
Illustrations: 88.63%  
Overall: 91.22%  
Comments: *Very imaginative setting. Neat re-appearance of Vonotar the Traitor at the end.*  
[JOHN RIMELL, Spalding]

### BOOK 12: THE MASTERS OF DARKNESS

Atmosphere: 94.31%  
Quest: 89.37%  
Difficulty: 88.12%  
Illustrations: 90.62%  
Overall: 94.07%  
Comments: *The best book in the series.*  
[SCOTT CARTER, Reigate]

## PRE-PUBLICATION PRIORITY ORDER FORM

### ORDER NOW AND YOUR SIGNED COPY OF **CALIFORNIA COUNTDOWN**

—THE EXCITING CONCLUSION TO THE FREEWAY WARRIOR SERIES—WILL BE SENT TO YOU ON THE DAY OF UK PUBLICATION (November 2<sup>nd</sup> 1989). To order, just fill in the space below, and indicate how many copies you require in the place provided. Send the completed form (or a copy of it), together with a cheque or postal order for the correct amount (£2.99 per copy), made payable to THE LONE WOLF CLUB, to:

**LONE WOLF CLUB, FREEWAY WARRIOR 4 BOOK OFFER, Century Hutchinson Ltd., 62-65 Chandos Place, Covent Garden, London, WC2N 4NW, England.**

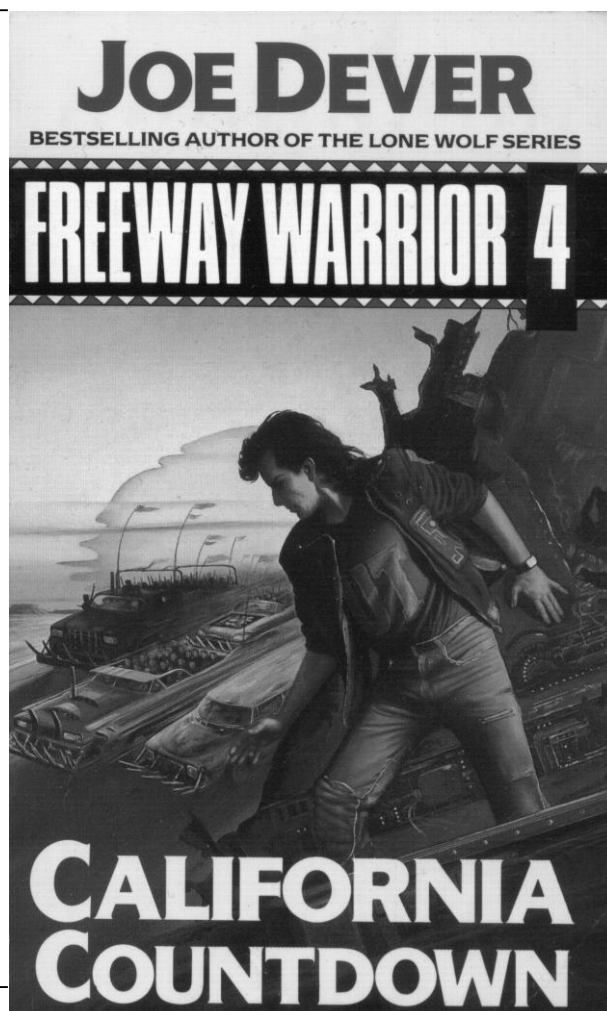
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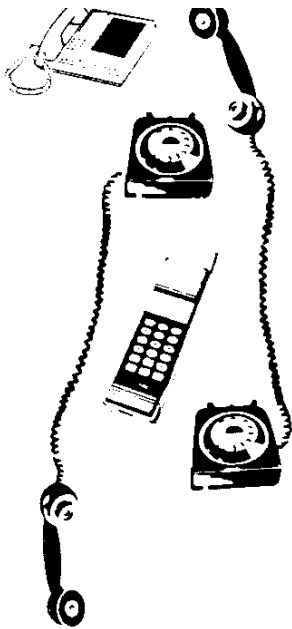
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**FREEWAY WARRIOR BOOK 4—California Countdown.** UK retail price—£2.99p. UK / BFPO members Postage FREE OF CHARGE when ordering on this form. Overseas members please add 0.72p P&P (1 book); 0.85p (2 books). For overseas orders in excess of 2 books, see Lone Wolf Order Form for detailed postage costs.





# Lone Wolf

## Joe Dever's PHONEQUEST



*"Muster up your courage for you have opened the doorway to the fantastic world of Magnamund where history and destiny are shaped by the deeds of the brave."*

*"You are about to leave behind the world you know and set forth upon a perilous quest in the realm of castles and caverns, monsters, myths, and master-magicians."*

*"Glory comes to he who dares. So take up your sword and step forth, brave adventurer, and enter the world of Magnamund—the world of Lone Wolf!"*



So begins 'The Fortress of Doom', the first PhoneQuest telephone adventure game based on the award-winning Lone Wolf gamebook—Castle Death.

### HOW PHONEQUEST CAME ABOUT

The PhoneQuest project began in January when a chance meeting in London between Joe Dever and Dr Lloyd Yam, a top American audiotext programmer, led to their discussing the possibility of turning one of the Lone Wolf stories into a telephone adventure game. Excited by the potential of such a project, the two of them further developed the idea of a voice-activated computer moderated phone game based on the award-winning gamebook—Castle Death. In March, Joe visited Dr Yam's audiotext workshop in San Francisco where they completed the draft script and technical flow-

### THE PRODUCTION

By now the scripting had been completed and the project was ready to be recorded. Quality was the order of the day, and to achieve this end, no expense was spared in the production. Top award-winning actor, Edward de Souza, who is best known for his work in the BBC radio production 'The Man in Black', was brought in to be the narrator. Additionally, top voice-over actors Penny Smith, Mathew Green and Dave Stone were commissioned to portray the dark denizens of Kazan-Oud. During May '89, under Joe Dever's direction, the first level of 'The Fortress of Doom' was recorded and mixed at Molinare Studios in London. Soon after, the master tapes were transferred to digital storage ready to be sampled by the computer which would control the whole PhoneQuest operation (a Compaq 386). Three weeks of exhaustive playtesting followed prior to its scheduled release in mid-June

### THE PROBLEMS

Up until now the whole production had progressed remarkably smoothly. However, little did they know that a whole host of gremlins (or should that be Giaks?!) were lurking in the machinery just waiting for the chance to cause mischief. Two days before the first advertisement for PhoneQuest was due to appear in GM magazine, the producers (Broadsystem) found out that the phone number

allotted to the Lone Wolf line was incorrect; they'd mistakenly been given a number that was already allocated to a horoscope line. Oh, how they laughed!

Unable to cancel or change the adverts at such short notice, they instead put a message on the beginning of the horoscope line giving callers the correct phone number (0898 400 341). Unfortunately the volume of calls over the first three days overloaded and jammed the 100 lines available, resulting in yet more confusion.

Then, to cap it all, disaster really struck in a big way. Prior to going on-line, PhoneQuest had been play tested hundreds of times until it was sure that any bugs that may have been lurking in the system had been found and dealt with. However, within a day or two of the game going live, the program which runs the system started to break down—literally. Holes appeared in the print-outs where chunks of the program were being mysteriously eaten away.



charting. The following month, upon Joe's return to England, he was contacted by Broadsystem Ltd., a UK telephone information company, who had heard rumours about the Dever / Yam collaboration from insiders in the industry. After discussing the project, Broadsystem offered to finance production in the UK and USA.



As you can imagine, by now everyone concerned with the project was more than a little bit apprehensive about its future. Anyway, to cut a long story short, it was discovered that a virus had infected the system. PhoneQuest

uses a voice recognition program which is modified by a game / combat program. It was found that the virus was in the voice recognition program and it had migrated to the new program when both were merged.

### THE RE-RELEASE

Now, after several weeks of frantic work, Broadsystem have managed to eradicate the virus completely. Furthermore, to ensure that everyone who calls can actually get through to



the game without having to wait for a line to become free, PhoneQuest is being transferred to a new exchange system which can cater for up to 1000 calls at once. This new system is expected to be in operation by late September 1989, at which time PhoneQuest will be available on a new number—0898 555 525. Also at this time, the second level of The Fortress of Doom will be opened. A promotional campaign in the national press, on radio, and in specialist gamestores is planned to coincide with this event; watch the press (and this newsletter) for further details.

### THE FUTURE

Broadsystem Ltd., in collaboration with Joe Dever, intends to produce in all four levels of The Fortress of Doom over the coming year. Plans are already well advanced for its release in the USA early next year, and several other non-Lone Wolf PhoneQuest projects (all to be written and directed by Joe Dever) have been outlined and agreed.



However, it must be said that the main obstacle to PhoneQuest's success is the relatively high cost of calls, especially in the UK. Joe Dever and Broadsystem Ltd. are currently lobbying British Telecom to introduce a revised scale of charges for game services such as PhoneQuest, as it is British Telecom who are responsible for the call rates. Ideally, they'd like to see a ceiling placed on the call charge, something in the region of £3.50 perhaps, so that playing a telephone adventure game becomes comparable to buying a RPG supplement or a sci-fi novel, or seeing a movie at a major London cinema. If callers could spend upwards of an hour playing a phone adventure and not be billed for more than the ceiling charge, it would represent excellent entertainment value.

OFTEL, the telephone users watchdog, plan to implement restrictions on telephone games in early November 1989, although they have not yet decided just exactly what these restrictions are going to be. In the meantime, the call charges are 0.38p standard/peak rate per minute, and 0.25p cheap rate (6pm–8am weekdays; all weekend). If you'd like to try the PhoneQuest line, please make sure that you have your parents' consent before dialling (assuming that it is they who will have to pay the bill!).

## GAME RULES

### ENDURANCE

During your training as a Kai Master you have built up your reserves of physical strength and stamina. This is called ENDURANCE. During your adventure you will gradually lose ENDURANCE points. However, these lost points can be restored by eating and drinking whenever the opportunity arises.

If you sustain wounds during combat with an enemy, or should you fall foul of a trap, you may lose several ENDURANCE points at once, these losses can be restored through the use of healing potions which you may find during your adventure.

If, at any time, your ENDURANCE points fall to below zero, then your life and your adventure are over.

### SPECIAL ITEMS

During your adventure you may discover Special Items of interest which you can keep.

In fact, you begin the adventure with two very Special Items indeed. The first is your magical blade—SOMMERSWERD—the Sword of the Sun. It possesses special abilities which you will discover more about as the adventure unfolds.

The second item is the POWER-KEY, given to you by the Elder Magi at the beginning of your quest. Guard this well, for without it you will never be able to return through the magical shield which surrounds the Isle of Khor.

Some special items may help you in combat; some may increase your ENDURANCE score; and others may help you overcome difficulties encountered during your adventure.

### TIME-FREEZE

During your quest, whenever you are given a choice of options, you can always choose instead to TIME-FREEZE your character. This option literally freezes time, so that you can continue play at a later date.

To TIME-FREEZE, simply say 7 [SEVEN]. You will be given a special PIC number, a PERSONAL IDENTIFICATION CODE, which will allow you to store your character and retrieve it from the TIME-FREEZER when you choose to return.

The TIME-FREEZER can only store characters for 21 days, after which time they will be frozen to death. Although every effort will be made to keep your character fresh, we cannot accept responsibility for any characters who disappear without trace in the TIME-FREEZER.

### COMBAT

There will be occasions when you will have to fight an enemy. To maximize your enjoyment of these exciting duels-to-the-death, a unique voice-activated combat system has been devised for the Lone Wolf PhoneQuest adventures.

It works like this:

When you enter combat you have three options available to you. You can ATTACK; you can DEFEND; or you can DODGE.

Listen carefully to the Narrator. He will tell you where your enemy is and what it is doing. Listen for the beep. When you hear it, get ready to make your combat decision. The moment the beep ends, say clearly either ONE, TWO, or THREE.

**ONE** indicates that you wish to attack your enemy.

**TWO** indicates that you have chosen to parry your enemy's attack, using the blade of your sword.

and

**THREE** indicates that you have attempted to dodge your enemy

ONE	to	ATTACK
TWO	to	DEFEND
THREE	to	DODGE

You will hear the result of your actions immediately after you have stated your combat decision. The combat will then repeat this procedure until either you or your enemy has been slain.

A word of advice: Combat in the world of Magnamund is fast and furious. Be sure to state



your combat option loud and clear after the beep. If you are too slow, your enemy will score an automatic hit on you.

## KAI POINTS

A PhoneQuest scoring system has been devised which enables Broadsystem Ltd. to run fair monthly prize competitions, and also award Kai ranks of distinction to successful adventurers who survive each stage of the *Fortress of Doom*.

Throughout your quest your every move will be monitored and, according to your actions, you will be awarded KAI POINTS.

For every 30 seconds that you remain alive in the *Fortress of Doom* you will gain KAI POINTS. Also, you will accrue KAI POINTS whenever you achieve the following:

- You discover treasure or other items of value.
- You defeat or outwit an enemy in combat.
- You overcome a deadly trick or trap.
- You solve a riddle or conundrum.
- You increase your ENDURANCE points score.
- You discover the object of your quest.

Accordingly, KAI POINTS can also be lost whenever you do not achieve these actions.

To check your KAI POINTS score during an adventure, simply say 9 [NINE] whenever you are presented with a list of options.

## KAI DISCIPLINES

During your training as a Kai Lord, and in the course of the adventures that have led you to the *Fortress of Doom*, you have mastered all ten of the special warrior skills known as the Kai Disciplines.

These are the Magnakai Disciplines of WEAPONSKILL, CAMOUFLAGE, HUNTING, SIXTH SENSE, TRACKING, HEALING, MINDSHIELD MINDBLAST ANIMAL KINSHIP and MIND OVER MATTER.

Throughout your quest, you may call upon your Kai Disciplines for help whenever you are faced with a problem or a difficult choice.

To do so, simply say 8 [EIGHT] whenever you are presented with a list of options.

Frequent use of your Kai Disciplines will cost you ENDURANCE points. However, do not let this dissuade you from consulting them, for the prudent use of your special skills at the right time can save you much time and trouble, and, in certain circumstances, they may even save your life!

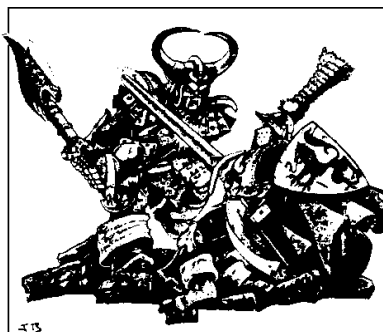
## PRIZES

Prizes are awarded every month to adventurers who complete each level of the *Fortress of Doom*, you will be asked to leave your name and address on an answerphone tape and, depending on your Kai points score, you will be eligible for one of the following prizes:

- \* Signed copies of the Legends of Lone Wolf novels
- \* A selection of autographed Lone Wolf gamebooks plus the computer game of your choice
- \* A limited edition 'The Fortress of Doom' champion T-shirt, plus all of the above prize items
- \* All of the above prize items PLUS a special lunch with Joe Dever and the cast of 'The Fortress of Doom' PLUS an invitation to take part in the recording of the next level.

## PLAYING TIPS

- \* When entering combat on the first level of the *Fortress of Doom*, always begin with an ATTACK (1). This will spoil an enemy's initial advance and will trigger a defensive action from your opponent(s) on the second round of combat.
- \* Whilst in combat, listen carefully to the narrator. So long as your enemy is not attacking you at the time, you can use DODGE (3) to regain one ENDURANCE point.



\* You cannot access Kai Disciplines, Status Report, or TIME-FREEZE during combat. To attempt to do so will leave you open to an automatic hit from your enemy.

- \* If you are unfortunate enough to run foul of a colony of Vampire Bats, it's best to fight them rather than evade them. If you should turn and run you'll discover something far nastier waiting to greet you!
- \* Once you gain access to the fortress, search whenever you are offered the option to do so. There are several items hidden in the vicinity of the mouldering armour-clad corpse which lies beneath the trapdoor at the bottom of a flight of stone steps. The items will be useful as you near the end the first level, and throughout the second level of the fortress.
- \* Always use Time Freeze when exiting the game; it'll save you having to re-start at the power shield.
- \* For background to the game, read the 'Story so far . . .' section of *Castle Death*, rather than calling up the option when offered it by the narrator. Although you'll miss the excellent sound effects, it's currently a whole lot cheaper to read it than it is to listen to it!

# The Kai Konnection



The Kai Konnection is a regular feature of the Lone Wolf Club Newsletter for those of you who would like to make new friends by post.

Name: JENS MARTIN  
Age: 15  
Address: Luxembourg  
Hobbies: Horse-riding, stamps, writing, computer games.  
Would like a pen-pal, age not important, but preferably one with same or similar interests.



Name: SHAUN GREENAWAY  
Age: 14  
Address: England  
Hobbies: WW2 aircraft, Lone Wolf & FF gamebooks.  
Would like a female pen-pal, aged 13-15, preferably living in the London area.



Name: RYAN HUMPHREYS  
Age: 12  
Address: England  
Hobbies: Lone Wolf, Grey Star, writing own role-playing books / stories.  
Would like a pen-pal aged 10-12, boy or girl, who likes the works of Joe Dever & Ian Page.  
This person must be ready to swear a Kai oath!



Name: KATIE HISCOCK  
Age: 11  
Address: England  
Hobbies: Lone Wolf, reading, swimming, horse riding, keeping mice.  
Would like a pen-pal aged 11-13 with similar interests, and who likes animals.



## Kai Konnection Form:

NAME: .....

ADDRESS: .....

..... AGE: .....

YOUR HOBBIES / INTERESTS .....

.....

TYPE OF PEN-PAL YOU WOULD LIKE .....

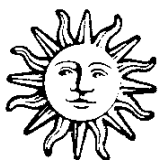
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**Fill in this form in BLOCK CAPITALS please, and send it to:**  
LONE WOLF CLUB (KK), 62-65 Chandos Place, London, WC2N 4NW

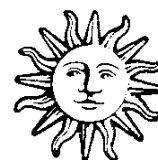
YES! I would like to become a LONE WOLF pen-pal. Please feature me in the next newsletter (space permitting).





# LONE WOLF RPG—AN OUTLINE

By James & Ben Creed, Ben Davis & Robert Lane



This issue we feature a basic role-playing system based on the world of Lone Wolf, devised by club members James & Ben Creed, Ben Davis, and Robert Lane.

The designers describe it as “fairly easy to play and have fun with,” and, although no monsters have been included, this outline provides a good basis for a RPG game system which can stand alone, or be used to supplement your regular game system.

Ben, James, Ben & Robert would welcome comments and suggestions from club members, with a view to expanding this outline into a fully-fledged RPG. If you would like to contact them, write to them c/o the following address: 329 Dogsthorpe Road, Peterborough, Cambs., PE1 3PF, England.

## CHARACTER CREATION

You can be either a *KAI INITIATE* or a *SHIANTI NOVICE*

STRENGTH	(STR)	3d6
DEXTERITY	(DEX)	3d6
ENDURANCE	(END)	3d6
POWER	(POW)	3d6
INTELLIGENCE	(INT)	3d6
SIZE	(SIZ)	3d6
CHARISMA	(CHR)	3d6

HEALTH POINTS = ((END + SIZ) / 2) + 10

FATIGUE POINTS = STR + SIZ + 1d8

## Resistance Rolls

You must make a resistance roll in order to do certain actions. The Game Master (GM) decides which attribute governs the proposed action, and the degree of difficulty involved. For example—

To move a small boulder = STR x 4

To move a huge boulder = STR x 2

The player must then make a percentage roll which is less than the result arrived at by multiplying the attribute.

## Attribute Definitions

STR: Used when attempting to move heavy objects; enables player to sustain extra damage.

DEX: Agility, nimbleness.

END: Constitution, health, resistance to pain & disease.

POW: Strength of spirit, mind strength, used as attribute in tests of will.

INT: Brainpower. Ability to understand; knowledge.

SIZ: Bulk, mass, height.

CHR: Appearance, looks, personality, influence.

## DAMAGE MODIFIER

Add this to the damage done by weapon. The score is found by adding STR to SIZ and finding the figure and corresponding damage rating.

1-10:	-1d4
11-20:	0
21-26:	+1d4
27-35:	+1d6
34-43:	+2d6
44-50:	+3d6
51+:	+1d6 extra per 10 points increase

## SKILLS

To resolve, make a percentage die roll under the score shown. All skills have a base of 10%.

**DODGE**—this skill enables you to dodge 1 incoming melee weapon. If successful, you may not attack again in that round.

**CLIMB**—with this skill you can climb trees, rock walls, etc. (but not sheer / polished surfaces)

**JUMP**—long jumping, across pits, ravines, etc.

**WORLD LORE**—knowledge of Magnumund, flora, fauna, history, etc.

**PERSUADE**—the ability to peacefully make people do as you wish. This is not mind control; it's for gaining information, or for bargaining etc.

**DEVISE**—the ability to craft things, design traps, understanding of construction & design in mechanical things.

## FATIGUE POINTS

You lose **FATIGUE POINTS** by doing tiring things, or by carrying excessive loads. You must deduct the Encumbrance of your equipment from your Fatigue Points score. If you do some action which is tiring, you must deduct 1d6 Fatigue Points, for example, a battle or a hard day's marching. This fatigue loss will return at the rate of 1 point per hour rested, up to the total number of points lost. If your Fatigue level reaches 0, you must make an END x 2 die roll or fall unconscious. If you reach your original fatigue points level in MINUS NUMBERS—you are dead.

## HEALTH POINTS

These are your life force. If they reach 0 you are dead. You can lose **HEALTH POINTS** by taking combat or magical damage.

Location	13-16	17-20	21-27	28+
HEAD	3	4	5	6
TORSO	4	5	6	7
LARM	2	3	4	5
RARM	2	3	4	5
L. LEG	3	4	5	6
R. LEG	3	4	5	6

If HPs in any of these locations reach 0, the location is immobile. If you reach your original score in MINUS NUMBERS, the location is mangled or removed. If this is HEAD or TORSO, you are dead.

## KAI ABILITIES

All first level Kai students have 1 Kai Skill & 2 Weapon Skills.

**ANIMAL KINSHIP**—The possessor of this Discipline will receive clues from the GM as to the intentions of any animal, e.g., if they are going to attack, or if they are frightened, etc. He may also pick one animal with which he has a special affinity. From then on, he is able to communicate telepathically with that type of animal, or mind read them. Ability to ride = +40%.

CAMOUFLAGE—	Hide (ability to go unnoticed)	80%
	Sneak (move without being heard)	80%
	Disguise (imitation or prevention of discovery)	30%
	Blend (look & sound like a native of the country)	40%

**HEALING**—may add 1 HP per 5 mins, 50% chance that he must concentrate on self to exclusion of other activities. May add 1 HP to another player or NPC per 10 mins, 30% chance that he must concentrate.

HUNTING—	Find & Hunt Prey	90%
	Sneak	50%

Can always find food, except in wasteland or desert = +1 DEX.

**MINDBLAST**—Mind Attack 70%, 2d6 damage to target, -1HP per usage. Some creatures are immune to this attack.

**MIND OVER MATTER**—May move small objects using only force of will. Must concentrate to exclusion of other activities. Weight limit = 2kg. -1HP per use.

**MIND SHIELD**—Renders user immune to effects of Mindblast and Sixth Sense. Gives a +5 resistance roll vs. magic. Costs -1 HP per use.

**SIXTH SENSE**—This skill warns player of imminent danger (tingling on skin). 75% chance that player can read a stranger's intent; 75% chance of knowing a strange object's purpose. -1HP per use.

**TRACKING**—Read and identify tracks = 75% chance. Helps player to make correct choice when looking for something or someone (GM gives clue only): 75% chance.

**WEAPONSKILL**—+20% attack with one specific weapon, i.e. Sword, Quarterstaff, Dagger, etc. +2 damage with that weapon.

### SHIANTI MAGIC

All Shianti novices get one magic Discipline with all the spells it contains, and one weapon skill with a Quarterstaff

**ALCHEMY**—50% chance of finding food (berries, roots, etc.) This character may make potions (there are some included but GMs should endeavour to create new ones). All potions require a specific ingredient.

### Potions

- Azawood — protection vs. minor spirits for 15 mins
- Karmo — x 2 END; x 2 WpSk for 15 mins, then -1d10 HP
- Alether — +20% to attack for 10 mins
- Ezeran — acid dissolves metal ONLY
- Melteran — +1d6 STR for 10 mins only

**ELEMENTALISM**—Costs player 1 END. The user gains some form of minor aid (e.g. a rock sprite to burrow a tunnel). GM to choose appropriate form of help. Help not too powerful or of too long a duration.

### ENCHANTMENT

All victims get a resistance roll = POW x 3.

- Mind Read—automatically read minds (0 HP)
- Illusion— -1HP, sight & sound only. Lasts 10 mins & can be no larger than 25m ^ 3.
- Implant Thought—Costs 2HP. Victim will believe thought implicitly for 10 mins.
- Mind Wipe—Victim has total amnesia for 10 mins.
- Charm—Costs 1HP. Victim trusts & befriends caster; however, victim will not obey. Lasts for 10 mins.
- Dominate—costs 1HP. Victim obeys caster, but will not endanger itself. Lasts 5 mins.

### EVOCATION

- Protection vs. minor spirits Requires drawing of a pentagram. No spirits will enter.
- Protection vs. minor undead Same as above, except vs. minor undead.
- Contact Dead Costs 1HP. 50% chance of calling wrong spirit.
- Summon Ghosts Costs 1HP Haunts place or person for 10 mins.

**PROPHECY**—same as Kai SIXTH SENSE.

**PYCHOMANCY**—The user gets cryptic clues & visions about any held object: its history, use, curses, etc. Costs 1HP. GM's choice of information.

### SORCERY

- Light—the caster may create light in a 2m area
- Mind over Matter—costs 1HP. May move small objects (under 2Kg weight) using mind power only.
- Shield—costs 1HP. Acts as 10 pts of armour; caster may not attack for 5 mins.
- Dispel—banishes any current use of lower magic; cost. 1HP.
- Blast—Does 2d6 damage; bolt of electrical force.

### COMBAT

You receive a base % chance with the weapon used. You also get additions to your Weapon Skills and your modifier. If you hit, you do the random damage of your weapon to the enemy's body (a random hit location). You subtract the armour from the damage, then subtract the damage from the hit location's HP to determine the result. You may parry one blow by rolling under your attack %.

**MODIFIER**—Add this to the base weapon % of the weapon you're using.

- STR—each point over 10 gives you +1% chance.
- INT—each point over 10 gives you +1% chance.
- DEX—each point over 10 gives you +1% chance.

### RANDOM HIT LOCATIONS—

	Melee	Missile
Head	20	19-20
Torso	15-19	13-18
R. Arm	12-14	10-12
L. Arm	9-11	7-9
R. Leg	5-9	4-6
L. Leg	1-4	1-3

### ARMOUR—

Chain	200 GC	6 pts	*
Plate	500 GC	7 pts (Shianti can't wear)	*
Leather	110 GC	3 pts	*
Ring Mail	180 GC	5 pts	*
Helmet	70 GC	4 pts (Head only)	
Leather Cap	40 GC	2 pts (Head only)	

\* This armour covers all hit locations except head.

Plate is	2.0 pts ENC per SIZ
Chain is	1.5 pts ENC per SIZ
Ring is	1.0 pts ENC per SIZ
Leather is	0.5 pts ENC per SIZ
Helmet	= 1.5 ENC
Cap	= 0.5 ENC

### WEAPON & SHIELD TABLE

WEAPON	BASE	COST	ENC	ARMOUR	DAMAGE
Spear	10%	50 GC	1.5	8	1d8
Dagger	15%	35 GC	0.5	6	1d3+1
Mace	5%	55 GC	1.0	8	1d8
Short Sword	10%	60 GC	1.0	8	1d6
Warhammer	10%	90 GC	1.5	9	1d8+1
Longbow	5%	95 GC	1.5	8	1d8+1
Battleaxe	10%	85 GC	2.0	10	1d8+2
Broadsword	15%	75 GC	1.5	9	1d8+1
Quarterstaff	10%	40 GC	1.0	12	1d8
Great-sword	5%	100 GC	3.0	15	3d6
Scimitar	10%	80 GC	1.5	9	1d8
Morning Star	5%	95 GC	2.0	10	2d6+1
Great-axe	5%	100 GC	3.5	13	3d6+1
Throwing Knives	10%	30 GC	0.3	4	1d3
Crossbow	15%	110 GC	2.5	7	1d8+1
Halberd	5%	120 GC	4.0	10	3d6+2
Club	15%	30 GC	2.0	8	1d6
Sling	5%	20 GC	0.5	2	1d6
Flail	5%	80 GC	2.5	8	2d6+1
Falchion	10%	75 GC	1.5	8	1d8
Buckler	5%	50 GC	1.0	10	—
Full-shield	10%	80 GC	3.0	15	—

To use a weapon, you just have to make a % die roll under the base skill (with your modifier & weapon skill bonuses added on). When a parry is made, the damage is still rolled by the attacker; if this exceeds the parrying weapon's armour—the weapon is smashed.

### EXPERIENCE

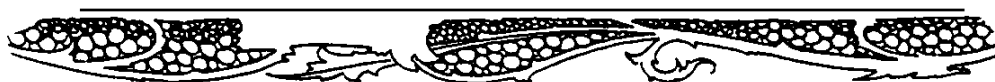
You will accrue experience for fighting and killing enemies, or for good role-playing (awarded by GM). Once you have accrued a certain amount of experience points, you will progress up a level. At each new level you become more powerful.

### KA I

		Exp Pts
Novice	1 x K, 2 x WS	1000
Intuite	1 x K	2000
Doan	1 x WS	3000
Acolyte	1 x K	4000
Initiate	1 x K	5000
Aspirant	1 x WS	8000
Guardian	1 x WS	10000
Warmam	1 x K, +3 CS	12000
Savant	1 x K	14000
Master	1 x K	20000

### SHIANTI

Novice	1 x SM	0000
Apprentice	+10 VP	2000
Initiate	2 x SM	3000
Warlock	+1 WP, +3 WS	4000
Wizard	1 SM	5000
Sorcerer	+3 WP, +2 WS	8000
Guardian	1 SM	10000
Mage	1 SM, +1WS	12000
Arch Mage	1 SM	14000
Magus	1 SM	20000



# LONE WOLF CLUB COMPETITION RESULTS

The winner of Newsletter 13's two-part Word Search was:

**LEE DEWHURST** of Dorchester

Lee's correct entry (shown opposite) was the first chosen from all those received by the closing date. He won an ALBA CP3 PERSONAL STEREO. The next three entries chosen at random were sent in by:

**JOHN WATSON** of Leeds  
**STEVEN PRAWLEY** of Eastbourne  
**DAVID FARFIELD** of Grimsby

... each of whom won Lone Wolf T-shirts.

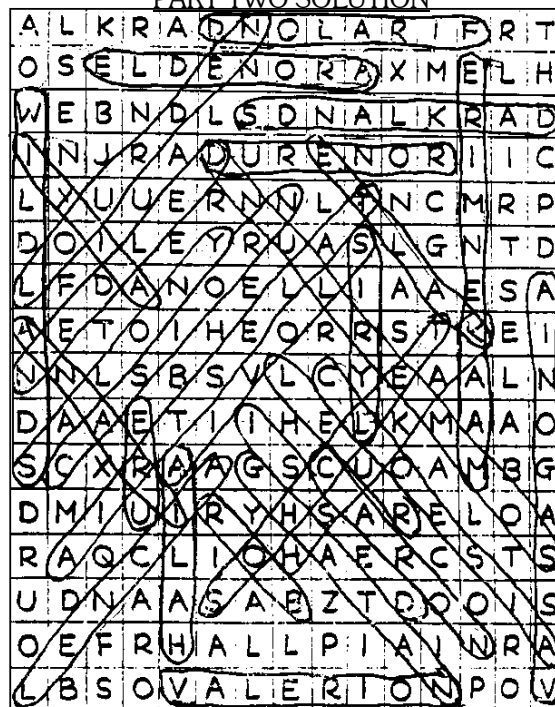
Thanks to all members who entered, and special thanks to **Claire Brotherton** who devised the puzzle.

## PART ONE SOLUTION

Barrakeesh	= VASSAGONIA
Boradon	= BOR
Casiorn	= CASIORN
Duadon	= ELDENORA
Elzian	= DESSI
Firina	= FIRALOND
Garthen	= TALESTRIA
Hammerdal	= DURENOR
Helgedad	= DARKLANDS
Helmstorm	= LENCIA
Holmgard	= SOMMERLUND
Humbold	= ERU
Kadan	= CLOE(A)SIA
Kelis	= VALERION
Ljuk	= KALTE
Luyen	= DELDEN
Mogaruith	= RUEL
Nikesa	= KAKUSH
Orello	= CARON
Pforodon	= LOURDEN
Ragadorn	= WILDLANDS
Rhem	= SALONY
Saldor	= HALIA
Suentina	= SLOVIA
Tahou	= ANARI
Telchos	= TELCHOS
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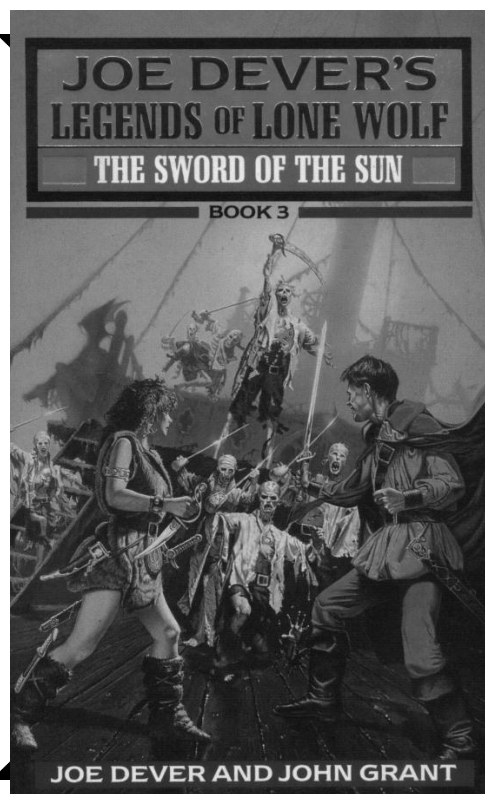
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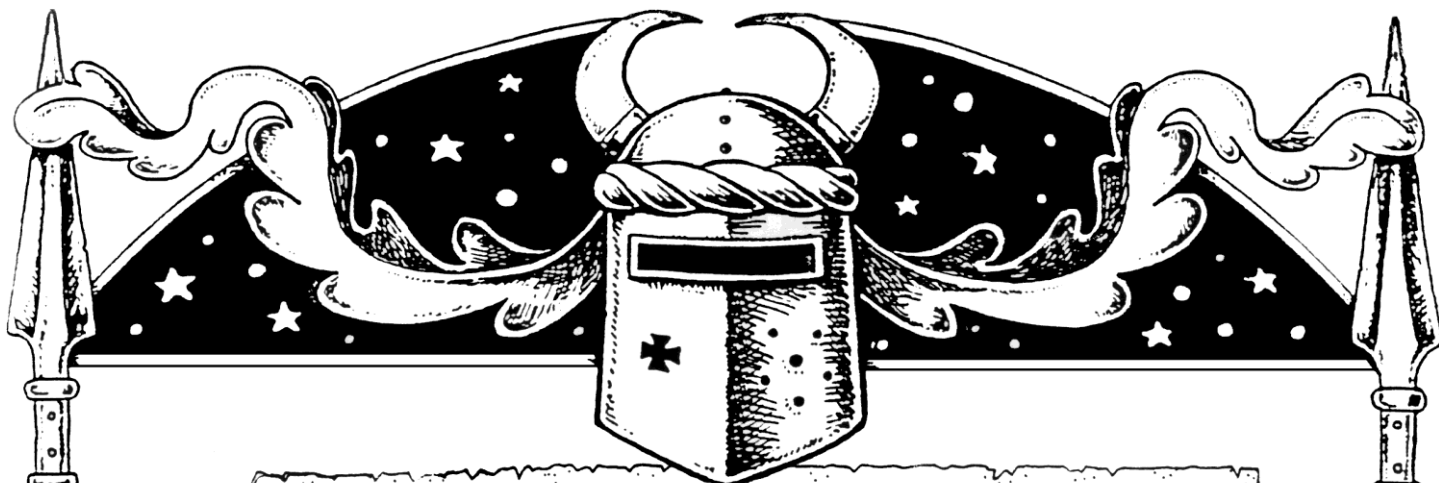
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## CAPTAIN KHADRO'S LONE WOLF TREASURE COMPETITION

This issue we've got for you a special clue-filled TREASURE HUNT competition. Captain Khadro, notorious leader of the Lakuri pirates, has hidden a hoard of treasure somewhere in northern Magnamund. Below you'll find a copy of the last page of his ship's log which contains his report giving clues as to the whereabouts of his ill-gotten treasure. Using your knowledge of Magnamund, you must decipher the clues in order to reveal the exact location of the hoard.

When you think you know where the treasure is, write the location on a postcard, together with your NAME, ADDRESS, and KAI RANK. Then send your card to the Club at the following address.

CAPTAIN KHADRO'S TREASURE HUNT, The Lone Wolf Club, Century, 62-65 Chandos Place, London, WC2N 4NW, ENGLAND.

All entries must be submitted no later than 31<sup>st</sup> December 1989. Any received after this date will not be counted so try to complete the hunt and send in your postcard as soon possible. The winner and runners-up will be notified by post than January 30th 1990.

**THE PRIZES:** The first correct entry, picked at random from all postcards received by close of competition, will win a **PUMA 'BOMBER' SPORTS BAG (Size 18x11x11)** with handles, carry strap, and two zipped end pockets emblazoned with the Puma cat logo, plus a signed copy of Legends Book 3: The Sword of the Sun. The three runners-up will each receive signed copies of Freeway Warrior 4: California Countdown.

'Twas midnight when I left the Earth Star Tavern and made my way back to the docks. A long voyage lay ahead, aye, a voyage to warmer climes. Just the thought o' anchoring in the Bay of Lon was enough t'warm m' shivering bones. By the time we dropped anchor in those shark-infested waters I'd heard word that m' brother Jake, him that was a-caring after m' treasure, was but 80 miles due east. I was a-wantin' to pay him a visit, me being a carin' sort o' brother an' all, so I trekked cross-country to his moth-eaten lodgings by the quay. But, curse m' eyes, I arrived too late—he'd left but an hour before. Some scurvy natives confided that he was in the pay of Svedchek Moldo, so I forged a course for the land of the blue-skinned giants at first light.

There, at the capital, I was joyously reunited with m' beloved brother. Miraculously m' treasure was intact, save for a few silver Lune which Jake said he'd 'misaid' during his travels. He settled his business then we journeyed together to the court of Queen Evaine where Jake, being a mercenary by trade, had pledged himself ta the lady's service as a captain of brigade. War was a-knocking on the door of that realm and I be a cursed old seadog if I was going to stay and watch m' luverly gold fall into the greedy claws of some slaverin' Agarashi. At first light I bought passage on a barge which was a-flying a flag I'd not seen afore. It showed a princess holding a sword and a fluttering pennant. The barge sailed to its homeland and we docked at its main city before the day was done. Aye, it was a fine city and, for the first time in many a year, I felt safe and secure from them who'd have a mind t'steal m' gold. And so it's come to pass that I've hid me hoard here, in this safe place, safe from pryin' eyes and the greedy-fingered scum o' the seas. I've told nobody where it's buried so it'll remain safe 'til the day I choose t'come back to collect it. Ain't no-one with brains enough to work out where it's hid . . . and that's for sure, m'hearties!

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21 August 2009

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